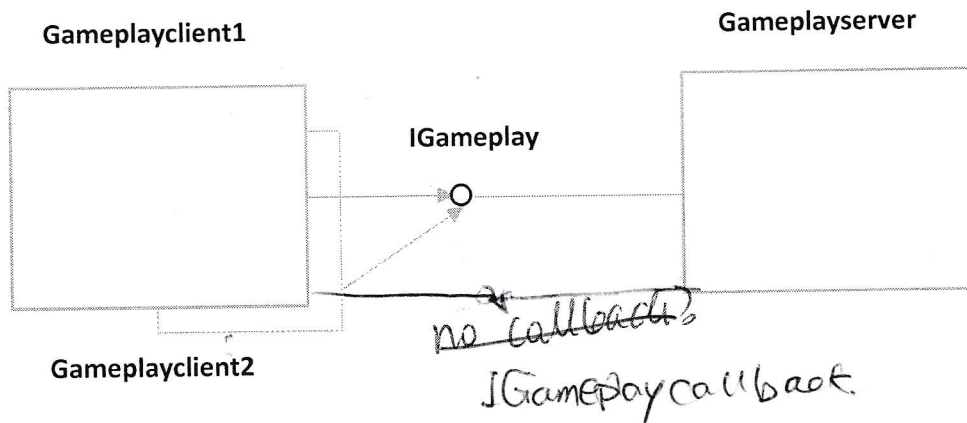


Architecture Diagram



Description of Interfaces

return values?

<<interface>> IGamePlay	
+confirmPlayers(playerID)	types?
+confirmAnswer(value)	
+correctAnswer()	
+bool checkAnswer(value)	